

## No. 1

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LSDemo Phone Game	Spring 1901
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## TURKS SET SIGHTS ON SEVASTOPOL: AUSTRIA & ITALY VIE FOR ALPS

A few members of the Austin Diplomatic Corps recently asked me to GM a phone game they had organized. Since I'd never tried this medium of play, I agreed. A week is allotted for negotiations between spring and fall turns. At press time the game had reached fall 1902.

Austria (Robert Garrett, 1410 Fairwood, 78722,  
454-1491): F Tri-ALB, A Bud-SER,  
A VIE-Tvo

England (Doug Tatsch, 3905B Maplewood, 78722,  
478-5522): F Lon-NTH, F Edi-NWG,  
A Ltv-EDI

France (Charles Cunningham, 1401½ Kirkwood,  
78722, 477-5540): F Bre-MID,  
A Par-PIC, A Mar-BUR

Germany (Allen Fisher, 1102 Enfield, 78703,  
478-8681): F Kie-DEN, A Ber-KIE,  
A MUN b

Italy (Chris Frink, 1919 Robbins Pl., 78705,  
474-7767): F Nap-ION, A Rom-APU,  
A VEN-Two

Russia (Terry Startzel, 4000A Jefferson, 78731,  
452-5327): F Sev-RUM, A War-UKR,  
F Stp(sc)-BOT. A Mos-STP

Turkey (Doug & Teresa Riffe, 1309D Norwalk,  
78703, 476-0863): F Ank-BLA,  
A Con-BUL, A Smy-ARM

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When defining foreign policy a player must try to establish friendly or at least neutral relations with one or several other powers. Geography plays a major role in determining who and how, and detente provides the primary tool in the process.

A good beginning demands establishment of friendly relations with one or more neighboring powers. A player can begin to build a trusting relationship by developing a policy of detente by neutralizing certain critical areas of the board.

Provinces between supply centers of competing powers can represent sensitive areas of potential dispute--because a foreign unit in such a space threatens a home center. Under a policy of detente they can be areas where a cooperative relationship can develop.

France and England may neutralize the Channel, creating a buffer between the French center at Brest and the English center at London. France can also seek demilitarization of Piedmont (between the centers of Mar- ills and Venice) and Burgundy (between Munich and Paris/Marseilles).

Naturally, players must apply this policy selectively, since every neighbor cannot be an ally. Often the diplomatic activities of the other powers influence the choice. If Germany and England strike an alliance, for example, France must seek detente with Italy.

Other provinces subject to this simple demilitarization include Prussia and Silesia (between Berlin and Warsaw), Armenia (between Seva topol and Ankara), the Black Sea (Sivas-topol and Ankara/Constantinople), Galicia (Warsaw and Budapest), and Bohemia (Vienna and Munich).

Effective neutralization of Tyrolia (between Munich, Vienna/Trieste, and Venice) requires a 3-way agreement between the adjacent players.

Rumania constitutes a special case. Located between the home supply centers of

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[illegible]

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[illegible]

# House rules

## VOTING

26. If the number of centers held by each player stays constant for 3 gameyears, the GM may declare a draw.
27. Draw proposals may be made after fall '05. All active players may vote, and no vote received (NVR) = "yes".
28. Draw and concession votes must be unanimous among players and GM.
29. Voting results will be implemented before any orders are executed. Numerical vote outcome will be secret.

## NOTATION

30. LSD will use, and recommends that players use the following province abbreviations:
- |                       |                      |
|-----------------------|----------------------|
| Bot (Gulf of Bothnia) | Nao (North Atlantic) |
| Lpl (Liverpool)       | Nth (North Sea)      |
| Lvn (Livonia)         | Nwg (Norwegian Sea)  |
| Lyo (Gulf of Lyon)    | Nwy (Norway)         |
| Mid (Mid-Atlantic)    | Tyo (Tyrolia)        |
| Naf (North Africa)    | Trh (Tyrrhenian Sea) |
31. In reporting games, LSD will use the following abbreviations:
- |                   |                     |
|-------------------|---------------------|
| ann annihilated   | nso no such order   |
| c convoy          | nsu no such unit    |
| CD Civil Disorder | otm ordered to move |
| dsb disband       | rem remove          |
| dsl dislodged     | ret retreat         |
| h hold            | s support           |
| imp impossible    | u unordered         |
32. In reporting spring and fall orders, underlined moves fall; all CAPS indicate location of unit at end of season.
33. In reporting supply center status, underlined centers are lost, all CAPS indicate new centers.

LONG STAR DIPLOMAT, the national Diplomacy journal of Tex., appears monthly, a publication of Word Services, Inc., 3214 Beverly Road, Austin, TX 78703, (512) 451-8929. Publisher, Editor, and Chairman of the Board Mike Conner lives at the same address.

- Allan B. Calhamer invented DIPLOMACY, which first appeared commercially in 1959 in essentially its present form. The Avalon Hill Game Company now owns the copyright and publishes the game.

[illegible]



# ★ ROUNDUP of Texas & International News

¶ I had intended to use this forum to discuss some of the reasons why I decided to publish LSD. Because of space demands, you will be spared that. Instead, I need to talk about some general policy that will be followed here.

¶ Houserules. In their third generation with this issue, some have been changed for the sake of clarity, others because of omissions. More changes will likely follow. I will consider running a game under special rules (e.g., with black press, fast deadlines, etc.) if the player wants it, but most of the games will follow the HRs. I want the games to run smoothly for the players and for me. LSD will avoid two players from the same geographical area in the same game, and to diminish chances of crossgaming, I'll try to fill games with people not already playing each other. If problems arise that can't be amicably resolved between the players and the GM, I'll consult other GMs for advice, but I think the HRs cover most situations fairly.

¶ Trades. By trading zines with other publishers I hope to keep myself and my readers aware of what's going on in the hobby. I will also consider mutual subs, but I'll be very selective here for financial reasons. I doubt LSD will be a money-making project, but I'd like to break even. I have no objection to profit in principle, as long as the readers are paying a fair price for what they get. Trades and the resulting publicity should help me reach a break-even level. And speaking of publicity, or plugs, I will plug zines and gamestarts that I can recommend, and would hope other publishers reciprocate.

¶ Contributions. I encourage LSD readers to send me original articles, cartoons, newspaper clippings, and anything else they want to share. I will give subcredit to contributors whose own work is printed. Letters may be printed, but without subcredit. If you don't want to be quoted, be sure to tell me.



¶ Articles. Some of the articles that will appear may bore experienced dippers. They feel that articles on tactics, for example, are a waste of space. Those people can skip what bores them and try to come up with articles of interest to the experts. LSD will carry occasional articles intended for the novice, and will therefore rehash the merits of particular openings, alliances, etc. This material will be new to some readers, and a fresh look will often stimulate new thoughts among others.

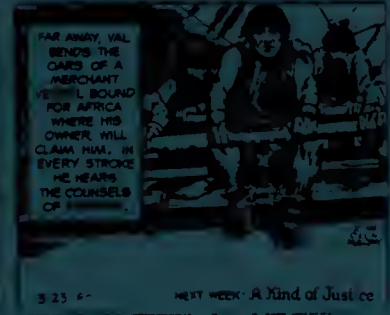
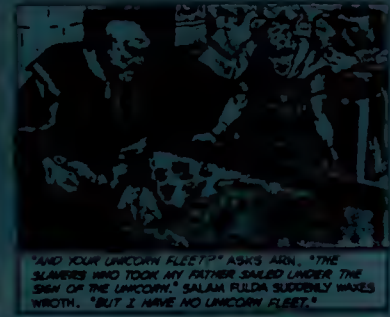
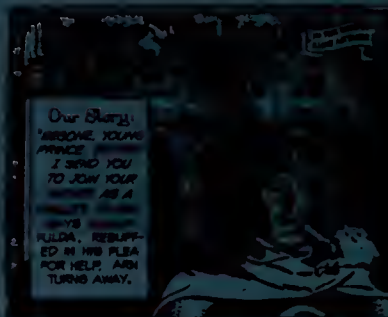
¶ Literary merit. I am a professional writer, of sorts. That is, I am a freelance translator of scientific and technical literature from Russian to English. OK. So it's my business to write clearly and use the language effectively. That doesn't mean I never make mistakes. Quite the contrary. I make a lot of mistakes and spend a lot of time correcting them, depending on the incentive. When someone pays 8¢/word for a translation, I give them their money's worth. On the other hand, when I write personal letters such as Diplomacy correspondence I won't usually put the material through a second draft (unless the negotiation is a crucial one). LSD falls somewhere in between. I will proofread and correct the mistakes I find, but some will inevitably slip through. I'm only human, John Kador, so don't hold that against me. Along the same lines, I'll try to give the material printed here some minor editing, for grammar, spelling, and punctuation (though this is my weak spot). If an article needs more than a minor touchup, I won't print it.

¶ Chauvinism. Although I don't care who shot J.R., and I don't follow the Astros, Cowboys, or Oilers, I will be printing bits of Texana from time to time. Mike Mills has EMHAIN MACHA, doesn't he? So I've got LSD. And notwithstanding Mark Berch's opinion about weather reports, you will probably see a word or two about it from time to time. These cartoons should suffice for now.



# Origins of Diplomacy

Most people think that Diplomacy was the original invention of Alan Calhamer. Not so! The LONE STAR DIPLOMAT has learned, through many hours of diligent research, that the game has been around for a long time, though not in its present form. We are pleased to share some of our findings with the readers, and we hope that others who have evidence of the origins and development of Diplomacy will send it in for evaluation and publication.



## The PUZZLER



### AMAZING!

Not everyone is good at mazes. But here's one that anybody will enjoy. See if you can find your way through it. Start at the left and trace a continuous line without backtracking or crossing any lines until you reach the star.

### STAR OF THE MONTH

Send your star to LSD. They're all around you, in various forms. Your entry can be a picture, hand drawn or clipped from a magazine, or it could be a written description of an unusual kind of star. Originality, not artistic skill, counts the most in this contest. Try it.

### LONE STAR TRIVIA CONTEST

Stephen Lee has submitted the winning entry to our first trivia contest. The problem is, we don't know what the questions are! Here are the answers:

- 1) Prince Sihanouk & Huey Long
- 2) Steamboat Willy--1924
- 3) Mattis

For finding in these answers, Stephen wins a free issue of LSD. You can be a winner, too, if you can divine the correct questions.





# Heart O' Texas Orphanage

Victory has a hundred  
fathers, but defeat is  
an orphan.

--Count Galeazzo Ciano



79 HS      **Armadillo**      W'03/S'04

**ANGLO-FRENCH DETENTE SOUGHT;  
SIGNALS CROSSED IN BALKANS**

[Stephen Lee has taken over the English position in this game. Austria has A Alb, not A Tri. The unit in Picardy is an army, not a fleet. And finally, the German A Bel was dislodged, must retreat to Ruhr or disband.]

AUSTRIA (Van Alkemade): [build F TRI] F Alb-GRE, F AEG s Russian F Bul(ec)-Con [nso], F Tri-ALB, A RUM-Bul, A Ser-TRI, A TYO s A Ser-TH

ENGLAND (Lee): [remove A Pic, ret F Nth-SKA], F Eng-NTH, F BEL s F Eng-Nth, F SKA s F Eng-Nth, F NAT-Nwg

FRANCE (Boudon): [build A BRE] A Bre-PIC, A PAR-Bur, A GAS s F Mar, F Mid-SPA(sc), F MAR s F Mid-SPA(sc)

GERMANY (Buck?): NMR! [GM disbands dislodged A Bel] F HOL & A DEN & A MUN & A BUR all h, A Pie h [ann]

ITALY (Koehler): F Lyo-PIE, A TUS s F Lyo-Pie, A VEN h, F ADR s A Ven

RUSSIA (Daly): F NWY-Nwg, A Fin-SWE, A STP-Nwy, A ARM-Ank, A UKR-Rum, F BLA-Con, F BUL(ec) s F Bla-Con

TURKEY (Sampson): A SMY-Arm, F CON-Bla, F ANK s F Con-Bla

Will Doug Tatsch, 3905B Maplewood, Austin, TX 78722, please submit standby orders for Germany?

COA: Larry Boudon, Box 27527, River Station, Rochester, NY 14627  
John Koehler, 2727 Duke #916, Alexandria, VA 22314  
Bernard Thompson, zip code 22314

## PRESS

PARIS: The president wishes all a warm welcome back to the chaos and a hefty "bon appetit".  
TURKEY-WORLD: Help!! Any assistance will be greatly appreciated and amply rewarded. Attack Russia or Austria and gain a Turkish puppet This offer for a limited time only.

## A FEW LAST NOTES:

If you submit conditional orders, don't forget to include an "otherwise" case to cover all the conditions that you may have overlooked.

The house rules have undergone a few minor revisions from the flyer you originally received. They are more in the nature of clarifications than substantive changes. Therefore, the ones printed here in LSD#1 will apply to your games as well as to new ones.

DEADLINE for 79 HS & 79 HT:

15 October 1980



79 HT      **Bluebonnet**      W'03/S'04

**TURKS SNOOZE AS WAR RESUMES;  
LONDON FALLS, LIVERPOOL NEXT**

ENGLAND (Stephen Lee): F Ska-NWY, F NWG & F NTH s F Ska-Nwy

FRANCE (Dave Ohlendorf): F Mid-IRI, F Eng-LON, A Par-PIC, A BUR s A Par-Pic, A MAR s A B r

GERMANY (Dick Martin): [build A Ber] F BEL h, A SWE s English F Ska-Nwy, F DEN s A Swe, A RUH s F Bel, A Ber-PRU, A MUN-Sil, A KIE-Mun

ITALY (Roscoe McPherrren): [remove A Ven] F Trh-TUN, F ION h, A TRI-Bud, A BOH-Vie, A Ven s A Boh-Vie [imp, nsu], A TYO u, h

RUSSIA (Bob Peacock): [build F Stp(sc)] F RUM h, F Nwy-Swe, [ds1, ret to Bar or dsb], A FIN s F Nwy-Swe, F Stp(sc)-BOT, A WAR-Sil, A VIE s Turkish A Ser-Tri [nso], A BUD s A Vie

Turkey (Richard Katz?): NMR! F EAS, F AEG, F GRE, F ALB, A BUL, & A SER all h

Will Charles Cunningham, 1401 1/2 Kirkwood, Austin, TX 78722, please standby for Turkey?

COA: Dick Martin, 7301 Yale Ave., College Park, MD 20740

## PRESS:

HELSINKI: No-eared Vice-Marshall Finsk returned to Finland today after conferences with Tsar Popovich. Topics discussed included Dutch eel hatcheries, Lebanese dancing girls, and the Swedish resistance movement. When asked by reporters to describe the Tsar's peculiar method of campaign feedback the Tsar replied, "Eh?"

## ADOPTED NAMES

To make you feel more at home here at the orphanage, the staff came up with these new ethnic names. Here is their significance:

**ARMADILLO** (The national armored mammal of Texas). The bizarre 9-banded armadillo (*Dasypus novemcinctus Linnaeus*) is the only species of Xenarthra found in the U.S. Originally from South America, it gradually migrated up through Mexico to Texas. Its bony carapace makes it unique among mammals, encasing the body in armor with large shields on the shoulders and rump with nine bands in between. Just as odd is the fact that armadillos always have four to the litter and always of the same sex.

**BLUEBONNET** (The national flower of Texas). (*Lupinus texensis*), member of the legume family, is enshrined in countless amateur landscape paintings. It grows from North Central Texas to Mexico with the month of March presenting a profusion of blooms. The largest and showiest of the bluebonnets (*Lupinus havardii*) blooms in the Big Bend.

## War Stars

Since I became interested in postal Diplomacy about a year and a half ago, I have sampled a wide variety of dipzines. Unfortunately, I was unable to subscribe to more than a handful, although the list has grown gradually over that period. Naturally I feel that my choices represented the cream of the dippress, and I would like to thank them for the many hours of good reading and playing they have provided me. By sharing them here, perhaps some readers of LSD will get in on the fun.

☆ DIPLOMACY WORLD was my first contact with the postal hobby, but it isn't for many novice players. DW carries a wide range of articles: hobby news, tactics, demonstration game with a commentary, variants, ratings, contests, and the Need-A-Game column. The latter was my departure point for sampling dipzines and finding games. DW is a must for the postal player. It's a quarterly, somewhat subsidized by Avalon Hill, and subs are \$5.00 in the U.S. and Texas, \$6.00 elsewhere. Jerry Jones is the capable editor.

☆ Like DW, DIPLOMACY DIGEST carries no game, but every game should subscribe. Devoted to reprinting the best articles taken from an extensive archives of diplomacy literature, DD usually has a theme for each issue. In the past issues have focused on the pitfalls and pleasures of a specific country, others have highlighted stabbing, stalemates, feuds, and other delightful practices. #34-35-36, a special combined issue, was devoted to the Lexicon of Diplomacy, covering more than 450 terms. I wish I'd had it when I started out. Published by Mark Berch, 492 Naylor Place, Alexandria VA 22304, DIPLOMACY DIGEST is a bargain 10 issues for \$3.00. Subscribe now before he starts charging what it's worth and ask that the Lexicon be part of your sub.

☆ My first postal game ZEE began in WHY ME?, published by Lee Kendler, Sr., 4347 Bonner Street, Philadelphia, PA 19135. Unfortunately one of the players accused Lee of unfairness in assigning the countries. Lee rightly ended the game by committing infanticide, since he has one of the best reputations in the hobby. The epitome of helpfulness, Lee was one of the first to advise me about publishing. His zine is so prompt, I usually set my calendars by its timely arrival each month. Despite his complaints about the lack of articles, there's usually some good reading, too. Send him a stamp for a sample.

☆ One of the first gamezines I sampled was John Michalski's BRUTUS BULLETIN. It was full of all sorts of bewildering stuff, from fast games with press in every color of the rainbow, some off-color, plus cartoons, movie reviews, and letters, letters, letters. One of his most faithful correspondents, Curt Gibson, sends him letters written in a short-cut script that would delight a cryptographer. John shares these letters by photocopying them for his letter column. Mailed from Rt. 10, Box 526-Q, Moore, OK 73165, BB appears in my mailbox startlingly often, usually every two weeks. You'll either love it or hate it.

☆ A fellow Texan, Steve McLendon, publishes another of the hobby's finest zines, THE DRAGON & THE LAMB. Steve runs games that are impeccably gamesmastered, and his production is outstanding. Although during the summer he said that he wanted to wind it down and eventually stop publishing altogether, his readers wouldn't stand for such nonsense. He was deluged with all kinds of threats demanding that he continue publishing, so he relented. Find out why by requesting a sample: Box 57066, Webster, TX 77598.

☆ A "themed" zine with a focus on Ireland and the Irish, O'HAIN MACHA is one of the most readable publications in the hobby. Michael Mills, 1585 Quaker Road, Macedon, NY 14502, usually includes several articles ranging from statistics of opening moves in Diplomacy to the history and politics of Ireland. In addition to standard Diplomacy, EM has a variant game Bharna Baoghail [did I spell that right, Mike? My Celtic's a bit rusty] based on feudal Ireland, and is seeking players for a variant called Vain Rats. A winner.

☆ CHEESECAKE has a special place in my heart of hearts. Andy Lichett, 3025 N. Davlin Ct., Chicago, IL 60618, has to be the wittiest, most original publisher in print. Well produced and easy to read, CHEESECAKE has standard games, battleship duels, puzzles, and usually some special feature that other publishers wish they had thought of first. The best example was his issue #14, a warehouse issue that carried the metaphor to its extreme. A definite 10. The most amazing feature is the cost: free to players and standbys. Truly a labor of love.

☆ Bob Sergeant recently revived his excellent zine ST. GEORGE & THE DRAGON. I'm especially glad, since I would otherwise have not come into contact with Bob, who was instrumental in helping me adopt my two orphans, and is still generous with his advice and help in my first efforts at publishing. TG&D contains well run games and lively articles on Diplomacy play, science fiction, and hobby news. Definitely worth a sample. Send a stamp to 3242 Lupine Drive, Indianapolis, IN 46224.

☆ How could I have lived so long without the VOICE OF DOOM? An issue of games alternates every two weeks with an issue of letters, articles, cartoons, and other hobby trivia. Bruce Linsey, Bldg. 11, Apt. 21, Leisureville, Watervliet, NY 12189 is another of the cleverest minds behind the pages of a zone that I managed to ignore until just recently. When I finally figured out how good it is, I subbed immediately.

☆ The new kid on the block, BLACK FROG, is a unique zine with subs limited to the 40 or so players in the games it carries. Jack Masters sends each new gamestarter a packet with his house rules, a conference map, and a set of self-adhesive photocopied labels with all the players' addresses. A great innovation, it has streamlined the players in my game to record levels of correspondence. Write Jack at 25711 N. Vista Fwys. Dr., Valencia, CA 91355 to see if he has any sub/game openings.





LSDemo Phone Game

Fall 1901

# RUSSIA INVADED; ITALIANS GAIN ALPINE POSITION; FRAGILE PEACE PRESERVED IN WEST

Austria: F Alb-GRE, A SER s F Alb-Gre,  
A Vie-Tri,  
England: A Edi-NWY, F NWG c A Edi-Nwy,  
F NTH s A Edi-Nwy  
France: F Mid-SPA(nc), A Bur-BEL, A PIC s  
A Bur-Bel  
Germany: F DEN h, A MUN h, A Kie-HOL  
Italy: F Ion-TUN, A Ven-TYO, A Apu-VEN  
Russia: F Bot-SWE, F RUM h, A UKR s Rum,  
A Stp-MOS  
Turkey: F BLA-Rum, A BUL s F Bla-Rum,  
A Arm-SEV

## PRESS-

ROME: Italy officially declares that a state of war exists with Austria.

MALTA: The blatant French aggression in Belgium must not go unpunished. The perfidious Frenchman has violated international agreements with all of his neighbors and trampled the liberty of innocent Belgium into the dirt. The rest of Europe should see how a Frenchman keeps his promises.

MOSCOW-VIENNA: I need to talk.

PARIS: (Office of the Foreign Ministry) The President today made a vigorous statement on the Administration's foreign policy at a press conference held at the Foreign Ministry. He emphasized the following points in his remarks: \$1. The policy of France has been determined solely by the national interest, and thus is not aggressive in design. \$2. The loyalty of the Belgian brethren to the pan-Gallic nation has been heroically demonstrated by the multitudes in the streets of their capital. \$3. International discussions regarding Belgian "neutrality" were quickly discernable more as expressions of self-interest than of Belgian interest. Such notions merely sought to keep Belgium unprotected until such time as foreign forces could impose themselves upon her. Mindful of this the President lent his support to a plan to extend to Belgium the protection needed to deter foreign adventures.

## SHIPBUILDING INDUSTRY FLOURISHES W'01

Austria:	Home, GRE, SER	+2 = 5
	Builds A Vie, A Bud	
England:	Home, NWY	+1 = 4
	Builds F Lon	
France:	Home, SPA, BEL	+2 = 5
	Builds F Bre, A Mar	
Germany:	Home, DEN, HOL	+2 = 5
	Builds F Ber, A Kie	
Italy:	Home, TUN	+1 = 4
	Builds F Nap	
Russia:	Stp, Mos, War, Sev, SWE,	
	RUM	+1 = 5
	Builds F Stp(nc)	
Turkey:	Home, BUL, SEV	+2 = 5

## PRESS--

PARIS: Everyone knows what a loudmouth terrorist the Maltese Generalissimo is, as well as a dup for powers greater than his chicken-shit little island hellhole. The French government continues to encourage dialog among all responsible world leaders.

## LSD COMMENTARY

The Turks have taken advantage of Russian indecision to secure a position within the port of Sevastopol. Austria, somewhat threatened by signs of Italian hostility, could be the balance of power in the Balkans. Neutral until now, Austria can aid Russia in repelling the Turkish threat, as I predict, or can let the two eastern powers fight it out. Evidently the subject of intense pre-game talks (some say "agreements"), Belgium has fallen to France, but at what cost? Will it provoke an Anglo-German alliance? Or will Germany let French and English naval forces occupy the attention of both powers while German and Russian fleets work together to split northern centers between them? And will French attempts to appease the Italians by occupying the north coast of Spain have the desired effect? Italy's move into Tyrolia can have little effect against Austria without active cooperation from the Turks or the Russians. Russia cannot afford to let his attention drift from his own defense, whereas the Turks, sensing a stalemate in Russia, may shift to a Balkan campaign. Indeed, perhaps this was the plan all along: put Russia in a weak position, then negotiate a trade of Sevastopol for Rumania and a stonger stance against Austria.

## SPRING FEVER PARALYZES FRENCH; GOOD NEWS AND BAD FOR RUSSIA

S'02

Austria: F Tri-ALB, A VIE h, F GRE-Aeg,  
F BUD & A SER s Russian F Rum  
England: F Lon-ENG, F NTH s F Lon-Eng,  
F Nwy-SWE, F Nwg-NWY  
France: F SPA(sc) & F BRE & A MAR & A BEL  
all h, A PIC s A Bel  
Germany: A Kie-RUH, A HOL s A Kie-Ruh,  
A Mun-BUR, F Ber-KIE, F DEN h  
Italy: F Tun-WES, F Nap-TRH, A Tyo-PIE,  
A VEN s A Tyo-Pie  
Russia: F STP(nc) h, F Swe-FIN, A Mos-SEV,  
A UKR s A Mos-Sev, F RUM s A Mos-Sev  
Turkey: F SMY-Aeg, F BLA c A Con-Rum,  
A CON-Rum, A BUL s A Con-Rum,  
A Sev-Ukr (dsl, ret to Arm or dsb)

## PRESS--

VATICAN: In response to frantic pleas from the moderate Catholic clergy in Belgium and Spain Pope Ringo George has ordered all forces in his power against the renegade Republic of France. The overzealous Gaulist church has taken inquisition-like reprisals against Protestant and moderate Catholics. "We are fighting for religious freedom which the conservative French church does not seem to recognize. We hope all nations who believe in this most basic of human rights will join us in this battle," said his Most Reverent Holiness.

PARIS: Entire French military machine stilled by virulent attack of spring fever.

LONDON: The Foreign Office announced today that elements of the British Expeditionary Force based in Norway have moved into Sweden as an administrative force, following the Russian withdrawal to Finland. This move is viewed as a prelude to a general truce in Scandinavia.

LONDON: The First Lord of the Admiralty today announced that the British Fleet based in London, supported by units of the North Seas Fleet, has taken up patrol in the English Channel. This action was ordered by the Prime Minister and has the support of Her Majesty the Queen.

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EUROPE STUNNED AT NEWS  
OF SULTAN'S SUICIDE ATTEMPTLSD#mo  
F'02

AUSTRIA: A Vie-TYO, A Bud-TRI, A Alb-GRE,  
A SER s A Alb-Gre, F Gre-ION  
ENGLAND: A SWE h, F NWY s A Swe, F NTH-  
Den, F ENG s German A Hol Bel [nso]  
FRANCE: A Bel s German A Hol [ds1, ret to  
Bur or dsb], A Pic-BRE, F Bre-MID,  
A MAR h, F SPA(nc) h  
GERMANY: F Kie-BAL, F DEN h, A Ruh-BEL,  
A HOL s A Ruh-Bel, A Bur-PAR  
ITALY: F WES-Spa(sc), F Trh-LYO, A PIE h,  
A VEN h  
RUSSIA: F Rum-BUL(ec), A Sev-ANK, A Ukr-  
MOS, F Stp(nc)-BAR, F Fin-BOT  
TURKEY: [ret A Sev-Arm] A Arm-SYR, A Con-  
SMY, A Bul-CON, F S y-EAS,  
F SLA s German A German

## PRESS

BERLIN: Kaiser shocked at increasing deceit  
among nations; pledges to stem tide

## LSD Commentary

The announcement of retreats and adjust-  
ments [too late to be included here] should give  
a clue to the future intentions of Turkey. Played  
by a husband-wife team, perhaps the government  
is having internal problems? At any rate, Russia  
has not hesitated to take advantage of the situa-  
tion, although he probably should have ordered  
A Ukr-Sev to do a more thorough job. Austria,  
who has headed west, will probably turn around  
to defend against the Russian expansionism, and  
Italy may also shift back toward his homeland to  
guard against an Austrian attack, although the  
French removals may give Italy an opportunity  
to make a couple of quick gains in Iberia or in  
Marseilles. Germany's stab (?) of France may  
draw the attention of his neighbors, but he can  
do little without an active ally. Could it be  
Russia? England won't permit Germany to grow  
too much bigger at France's expense, since he  
will want his share of the spoils, and will prob-  
ably contest Italy for the rest of France. Can  
France make a comeback? Wait until next year.

Continued from page 1

Sevastopol and Budapest, it is itself a center,  
and thus a tempting target. This makes it the  
focus of intense negotiations between Russia and  
Austria (often resolved with occupation by a  
Russian fleet, avoiding a threat to Austria's  
interior).

The neighboring supply centers of Venice  
and Trieste create an extremely tense situation  
between Italy and Austria. Without a buffer  
province, these powers usually have difficulty  
developing a detente-based relationship.

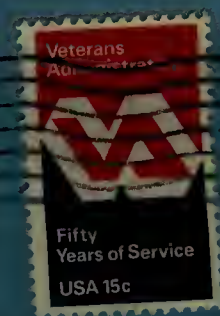
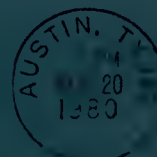
A standoff agreed to beforehand or a self-  
standoff effectively keeps a province vacant.  
However, if two neighboring powers can take  
the first step of completely neutralizing an  
intervening province, they not only have re-  
sources to use in other, more critical areas,  
they can move beyond detente toward a full-  
fledged alliance and further cooperation.

LAST MINUTE THANKS are due to Lee Kendter  
and Bob Sergeant, who gave me much advice &  
guidance in preparation for initiating my publica-  
tion efforts. Thanks also to Bob, Andy Lischett,  
Mark Berch, and Bruce Linsey for comments and  
suggestions about house rules. Some of their  
advice is reflected in the current version, and  
I may summarize their thoughts and mine in  
LSD#2, space permitting. Other comments will  
certainly be welcome, too. And finally, I want  
to give special thanks to Richard Kovalcik, who  
was of great help in the adoption proceedings.  
If you haven't seen his computer-printed zine  
TETRACUSPID and/or you are looking for a  
game opening, send for a sample: 9 Ladd Place,  
Watertown, MA 02172.

THIS ISSUE is being sent free. You may begin  
a sub with issue #2. I need standbys who are  
not already in the Orphanage. Happy Equinox!

Lone Star Diplomat

3214 Beverly Road  
Austin, TX 78703



Scott Marley  
12682 Swidler Place  
Santa Ana, CA 92705

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